





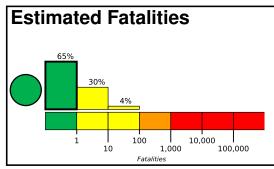
Created: 3 weeks, 4 days after earthquake

PAGER

Version 6

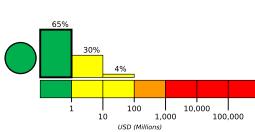
M 6.9, 134km WSW of Kota Ternate, Indonesia

Origin Time: 2019-07-07 15:08:40 UTC (Mon 00:08:40 local) Location: 0.5126° N 126.1892° E Depth: 35.0 km



and economic losses. There is a low likelihood of casualties and damage.

Green alert for shaking-related fatalities Estimated Economic Losses



Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		_*	39k*	2,964k	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVE	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

^{*}Estimated exposure only includes population within the map area.

Population Exposure

population per 1 sq. km from Landscan

5000 10000 125.2°W 126.5°W 127.8°W (Bahoi 2.1° Q VI Weda Mafa IV 0.6°S IV IV

PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty. https://earthquake.usgs.gov/earthquakes/eventpage/us70004dz3#pager

Structures

Overall, the population in this region resides in structures that are vulnerable to earthquake shaking, though resistant structures exist. The predominant vulnerable building types are unreinforced brick with concrete floor and precast concrete frame with wall construction.

Historical Earthquakes

Date (UTC)	Dist. (km)	Mag.	Max MMI(#)	Shaking Deaths
2007-01-21	69	7.5	VI(283k)	3
1994-10-08	275	6.8	VII(5k)	1
2000-05-04	349	7.5	VIII(17k)	46

Selected City Exposure

from GeoNames.org

	corvanies.org	
MMI	City	Population
IV	Manado	452k
IV	Malifud	<1k
IV	Kema	<1k
IV	Guruafin	<1k
IV	Sofifi	36k
IV	Tondano	33k
IV	Bitung	137k
IV	Ternate	102k
IV	Tomohon	28k
IV	Laikit, Laikit II (Dimembe)	8k
IV	Tobelo	10k

bold cities appear on map.

(k = x1000)